NES-WB-USA

WARIO'S WOODS

TM

INSTRUCTION BOOKLET

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Thank you for purchasing the "WARIO'S WOODS™" game pak for your Nintendo Entertainment System®.

Please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet and warranty in a safe place for future reference.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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KIDS TO ADULTS

MILD ANIMATED VIOLENCE

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GAME RULES

1 Making Monsters Disappear

Toad's goal is to rid the woods of monsters. You can help him by arranging three or more monsters and bombs of the same color in a vertical, horizontal or diagonal line. The bomb(s) in the line will explode and take the monsters with them.

Arrange three monsters and bombs vertically

Arrange three monsters and bombs horizontally

Arrange three monsters and bombs diagonally

2 Selecting Rounds

When all of monsters on the screen are gone, the round will be clear and you'll move on to the next challenge!

3 Game Over

If the field is completely filled with monsters and bombs, with no room to move, the game will be over.

4 Toad's Escape

When Toad is surrounded by monsters, you can move up by pressing ↑ on the control pad or by simultaneously pressing the A and B Buttons.

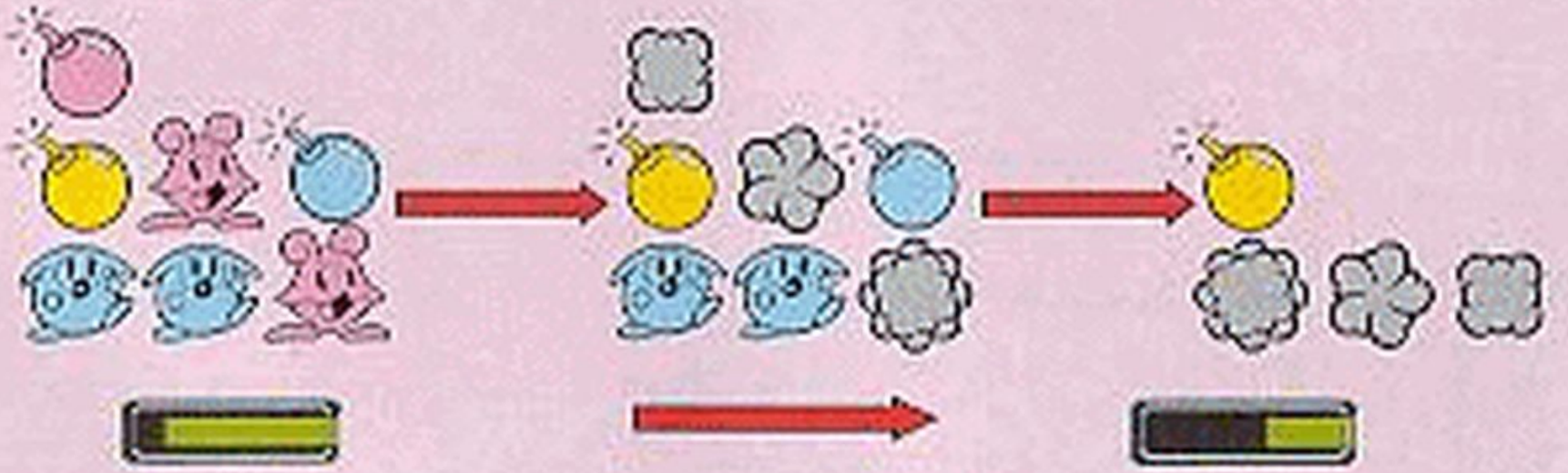
5 Creatures of the Woods

The Sprite tosses bombs into the playing field in order to help Toad clear the area of monsters. The Black Bat throws more monsters into the area. *Wario* shakes the trees and makes the ceiling sink.

Bomb Time: The Sprite spits bombs and the ceiling stays up.
Monster Time: The Black Bat spits monsters. Wario makes the ceiling fall.

6 Chain Reactions

When one match of bombs and monsters leads to another match as the pieces fall into place, the chain reaction will cause Bomb Time to increase and Monster Time to decrease.



The Bomb Time Bar will be restored and Bomb Time will increase.
The ceiling will also rise one row per match, plus one.

7 Making Diamonds

When you make a match involving five or more monsters and/or bombs (with at least one bomb in the match), a diamond will appear. By placing together a match with that Diamond, you will make all of the monsters that are the same color as the diamond disappear from your playing field. Diamonds appear in random colors and they can't be moved.

◆This example is for when five monsters or more in a single row are wiped out.

The diamonds appear in different colors at random.

8 Raising the Roof

Wario pushes the ceiling down when he appears. The following are techniques that you can use to push the ceiling to the top of the playing field:

- Make a diagonal match of three pieces. → The ceiling will go up one row.
- Make a match of four pieces in a vertical, horizontal or diagonal line. → The ceiling will go up two rows.
- Make a match of five pieces in a vertical, horizontal or diagonal line. → The ceiling will go up three rows.
- Make a match of six pieces in a vertical, horizontal or diagonal line. → The ceiling will go up four rows.

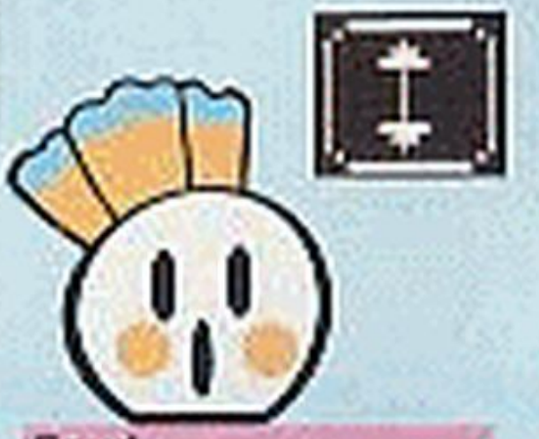
*** You can also make the ceiling rise by making matches with diamonds.**

HOW TO MAKE MONSTERS DISAPPEAR

If the following conditions are followed, and if you have one or more bombs in the match, these monsters will disappear.

Fuzz

Arrange three or more pieces in a vertical, horizontal, or diagonal line.

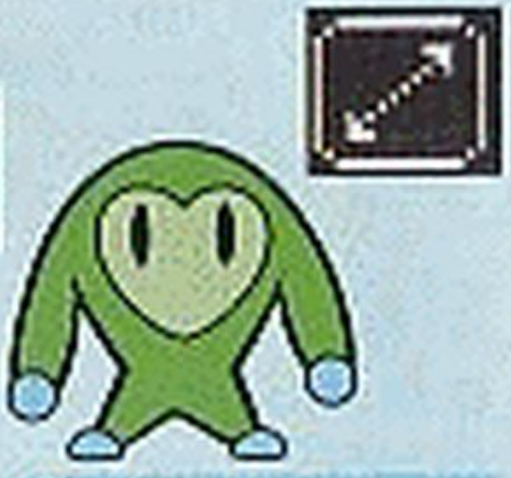


Spud

Arrange three or more pieces in a vertical, horizontal, or diagonal line.

Squeak

Arrange three or more pieces in a vertical, horizontal, or diagonal line.



Beaker

These monsters only disappear with diagonal matches.

Scram

These monsters only disappear with diagonal matches.

Spook

Arrange one match to make this monster flash. As the enemies are flashing, arrange another match to make it disappear.

Dove

Arrange one match to make the color of this character change. Arrange another match to make it disappear.

CONTROLLER FUNCTIONS

Control Pad (top)

- Climb up

Select Button

- Cycle through selections in the Game Mode Menu

B Button

- Pick up a single piece.
- Put down a single piece.

Control Pad ← or → (left/right)

- Walk to the left or right. If you hit a wall or a stack of pieces, you'll climb up.

Control Pad ↓ + A or B Button

- Kick

Control Pad ↓ (bottom)

- Make pieces fall into the field more rapidly.

START Button

- Start the game.
- Pause the action.

A Button

- Pick up a stack of pieces.
- Put down a stack of pieces.

* You can move up by pressing ↑ on the control pad or by simultaneously pressing the A and B Buttons.

* If you press the START Button with the SELECT Button pressed during game play, the display will return to the Game Select screen.

●Move

Toad can move while carrying a stack.

Press Left or Right on the Control Pad to make Toad move to the left and right.

●Climb up

Hold Left or Right on the Control Pad to make Toad hit a wall or stack and climb up. Toad will also climb if you hold Up on the Control Pad. Toad can't climb if he's carrying something.

●Fall Down

Toad will fall if he stops climbing or steps off of a stack.

●Using the A Button

Pick up a stack of pieces.

Put down a stack of pieces.

Pick up a full stack of pieces by using the A Button. Pick a single piece from a stack by using the B Button.

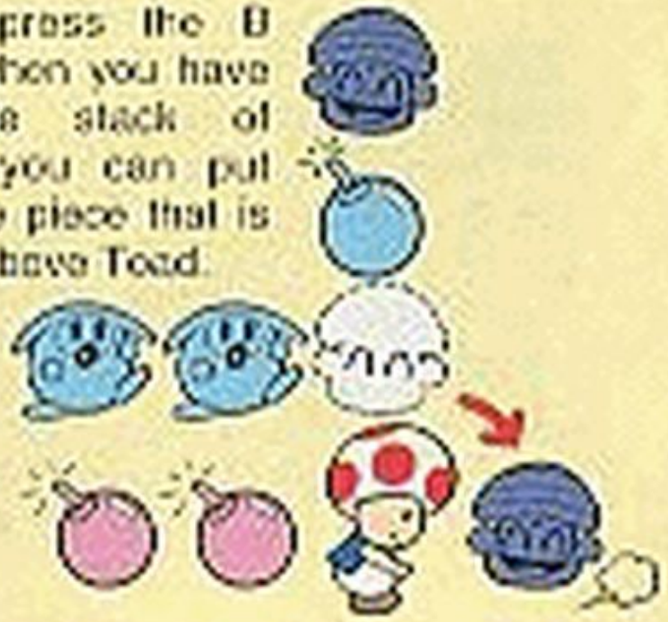
If you press the A Button while climbing, you can pick up the piece that Toad is closest to and all of the pieces above it.

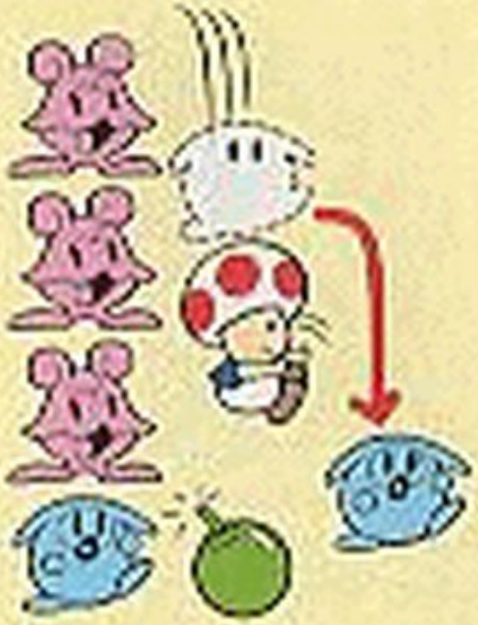
If Toad is not facing a monster or bomb, you make him pick up the piece that is below him in the direction that he is facing by pressing the A or B Buttons.

●Using the B Button

Pick up a single piece

If you press the B Button when you have a whole stack of pieces, you can put down the piece that is directly above Toad.





Toad can toss a monster or bomb as he is falling if you press the A or B Button.

If you press the B Button as Toad is climbing, he will pull the closest monster or bomb out of the stack.

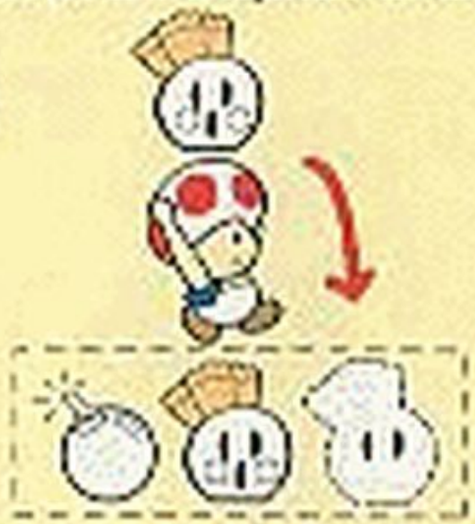
●Control Pad✦ A or B Button:

If you simultaneously press Down on the Control Pad and the A Button, toad will kick the piece that he is facing.

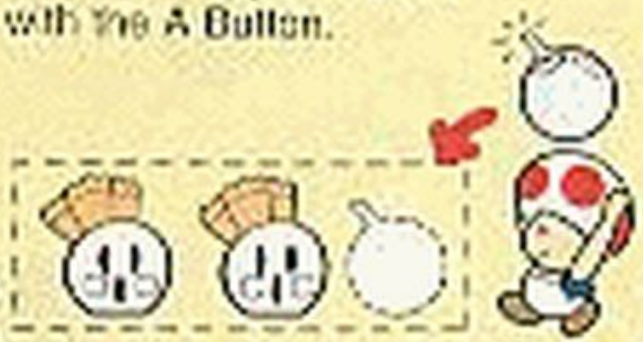
Kick pieces across the playing field with this maneuver. Toad can kick only one piece at a time.

Toad can kick a monster or bomb even if he is holding a different piece.

●Some Examples of Successful Completions

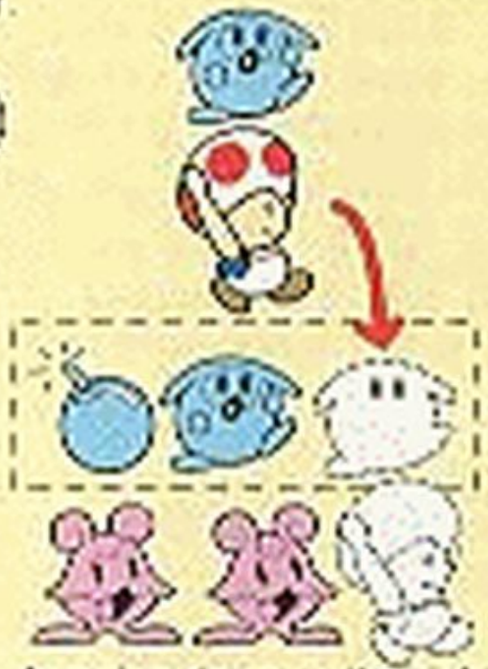
① 

Toad drops a Spud with a tap of the A Button, and makes a match with a bomb and another Spud of the same color.

② 

Another match is made as Toad drops a bomb with the A Button.

③ By waking to the right while holding a monster, Toad matches with a bomb and another monster.

④ 

Jumping down to the right while carrying a Fuzz

⑤

Toad makes a match by placing a Fuzz and a bomb on top of another Fuzz with a tap of the A Button.

⑥ Toad moves to the right while holding a stack of monsters and waits under a bomb as it drops.

7

By picking up a bomb with a tap of the B Button, Toad makes a match.

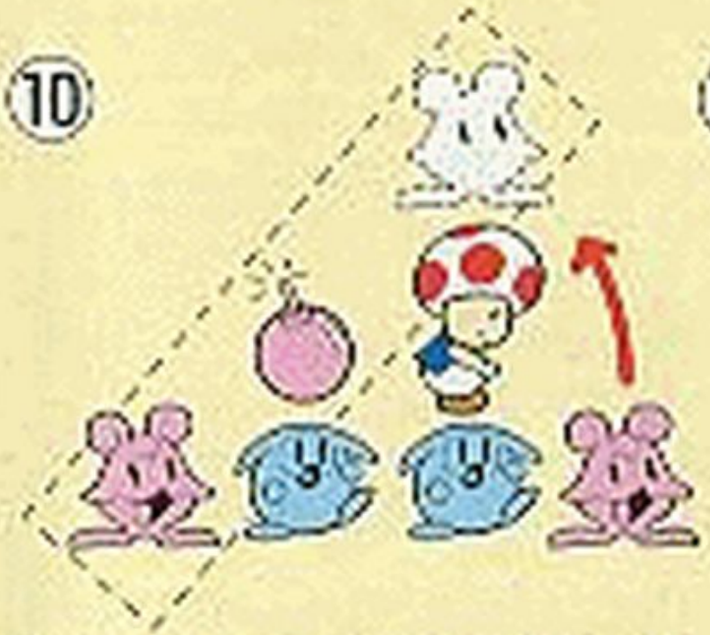
8

The B Button pick up results in a bomb dropping and matching with a pair of monsters.

9

Toad picks up a Spook with the B Button to make Beaker drop and fall into diagonal match.

10

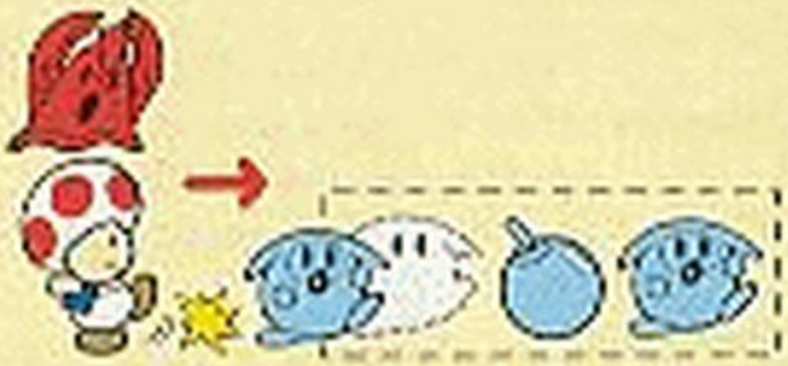


By picking up a Squeak to the right, Toad makes a diagonal match with a bomb and another Squeak.

11

Toad kicks a Spud and sends the monster sliding to the right. After the Spud drops, it matches with a Spud and a bomb of the same color.

12



By kicking a Fuzz, Toad makes a match of two Fuzzes and a bomb.

Selecting Games

Move the cursor by pressing on the Control Pad or the Select Button, then press the A Button to begin when the cursor points to the desired game. You can cancel your selection by pressing the B Button

Game Select Screen

Story

The Peaceful Woods were once a friendly home for sprites and gentle creatures. Since the invasion of Wario and his band of monsters, though, this quiet community has been turned upside-down. Now, it is Wario's Woods and peaceful creatures are not welcome.

Toad, the Mushroom Kingdom hero, has made his way to Wario's Woods in order to quiet the sinister lout and win the woods back for the sprites. The sprites can creates bombs. It's Toad's job to take the bombs and line them up with the enemies of the woods so that the enemies go down in defeat.

If Toad clears enough monster-packed sections of the forest, he'll go up against the mighty Wario himself.

THE ROUND GAME

1 Game Play Screen

2 Selecting Rounds

1. Select the A Game or B Game, then press the A Button.

A Game: Rounds with minor monsters only **B Game:** A boss encounter every 10 Rounds

Start screen

2. Select the Starting Round and press the A Button.

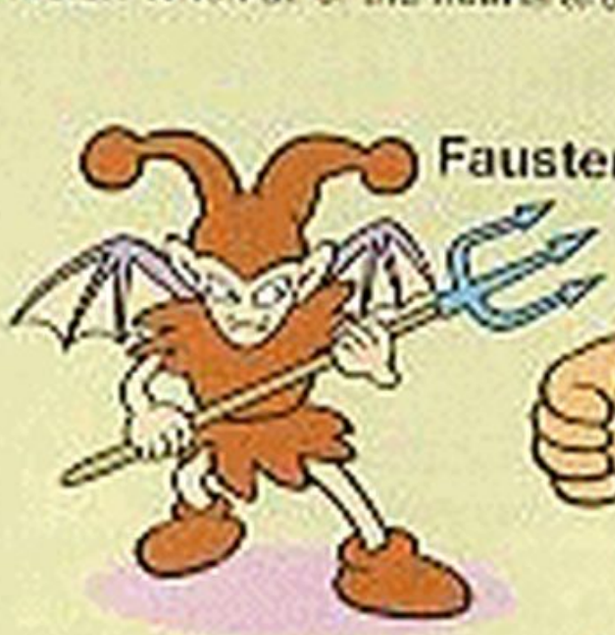
Your progress is saved after every fifth round. When you begin, you can go to any round that has been saved. After you complete a round, you can return to a previously saved round by pressing the Select Button.

3 Game Over and Continue

You'll earn a credit for every 30 coins that you collect. Credits allow you to continue in the last round that you played where Toad had been defeated. The number of coins that drop at the end of a round depends on your performance in the round. The maximum number of credits (continues) that you can collect is 9.

4 Boss Encounters

You'll come across a boss character every ten rounds in Game B. You can damage these enemies by making matches that come into contact with the enemies. Every hit will knock a heart off of the boss's life meter. When all of the hearts are gone, the boss will be history.



Fauster

Goro

Seizer

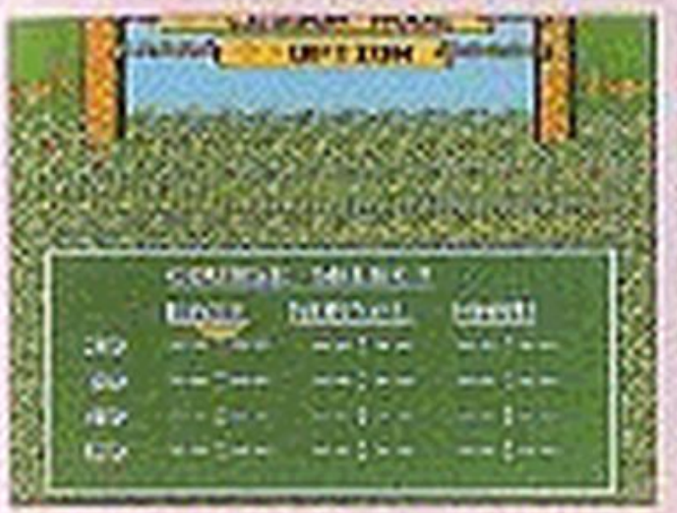
Boom

Mad

Drago

TIME RACE

1 Select a Challenge Level



Select one of three difficulty levels: Easy, Normal, and Hard. Then, select the number of rounds you must complete. If you complete the round in record breaking time, the new time will be saved.

Select a level by using ← → on the control pad.
Select a round by using ↓ ↑ on the control pad.
Then press the A Button to begin.

* R stands for round.

2 Game Play Screen

VS BATTLE (2 PLAYER MODE)

Vs. Mode is a best two out of three match between two players. You'll win each round if you clear away the monsters first or if your opponent's field is filled with bombs and monsters.

1 Selecting the Game

- Select the two types of monsters that will appear in the game.
- Set a level for each player. Each player can select different levels.

*** You can create a handicap by setting different levels for each player.**

Monster Select

- Select monsters by using the Control Pad.
- Select two types of monsters.

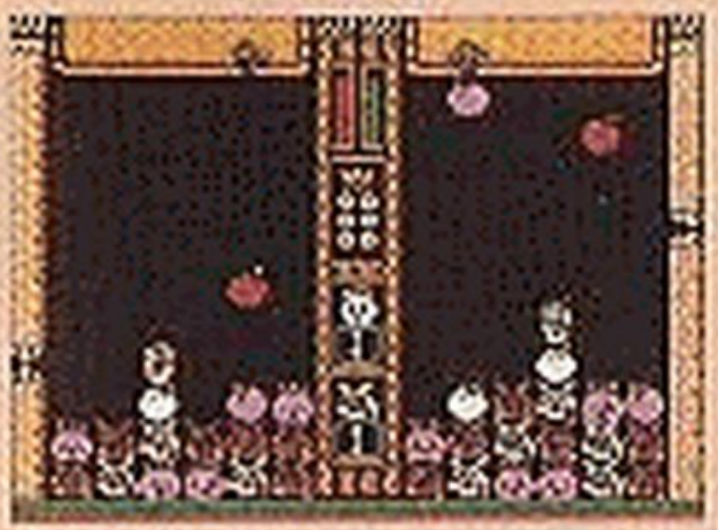
Level Setting

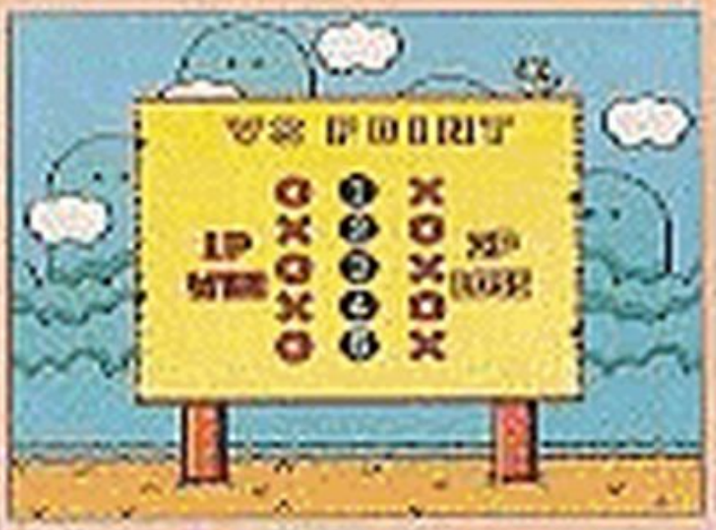
- Set the levels for each player with the Control Pad
- 1-1 (LEVEL)
  - A higher number here makes more monsters fall into the field.
  - A higher number here makes more monsters appear as the round begins.

*** Select the setting by using the A Button. Return to the previous mode by using the B Button.**

2 2-Player Game Screen and Result Screen

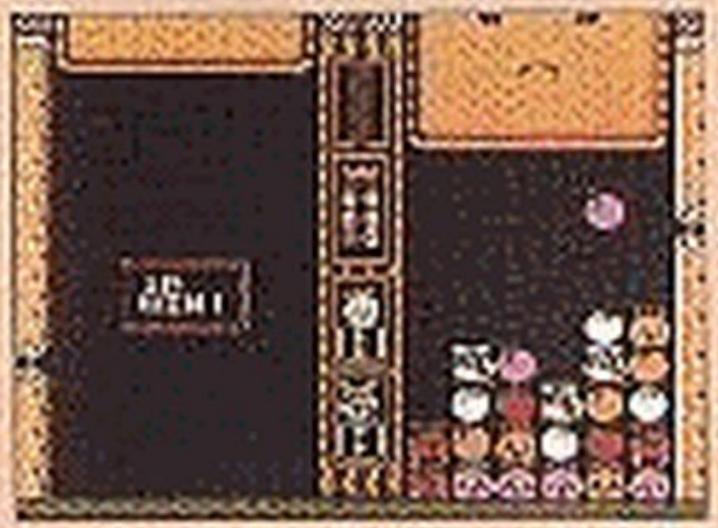
2-Player Screen





Result Screen

3 Two ways to win in a 2-Player Battle



1. Clear all of the monsters from your screen before your opponent clears his screen.

2. Play until your opponent's field is filled with monsters and bombs.

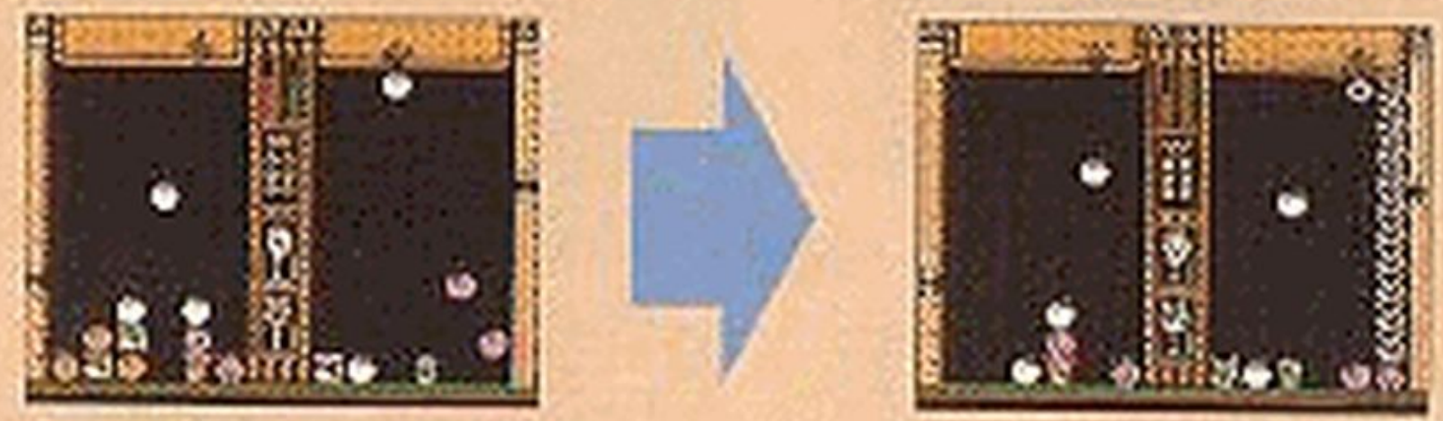
4 Three Ways to Attack Your Opponent

1. Chain Reaction Attack

(1)With some chain reactions, your opponent's Bombing Time will be reduced.

(2)With some chain reactions, your stack of monsters will appear in your opponent's playing field.

(3)With some chain reactions, the ceiling in your playing field will rise by a row per completion, plus one.



2. Ceiling Attack

If you make more than four pieces disappear at once, your opponent's ceiling will sink.

Make four pieces disappear in vertical, horizontal, and diagonal → Your opponent's ceiling sinks one row.

Make five pieces disappear in vertical, horizontal, and diagonal → Your opponent's ceiling sinks two rows.

Make six pieces disappear in vertical, horizontal, and diagonal → Your opponent's ceiling sinks three rows.

3. Diamond Attack

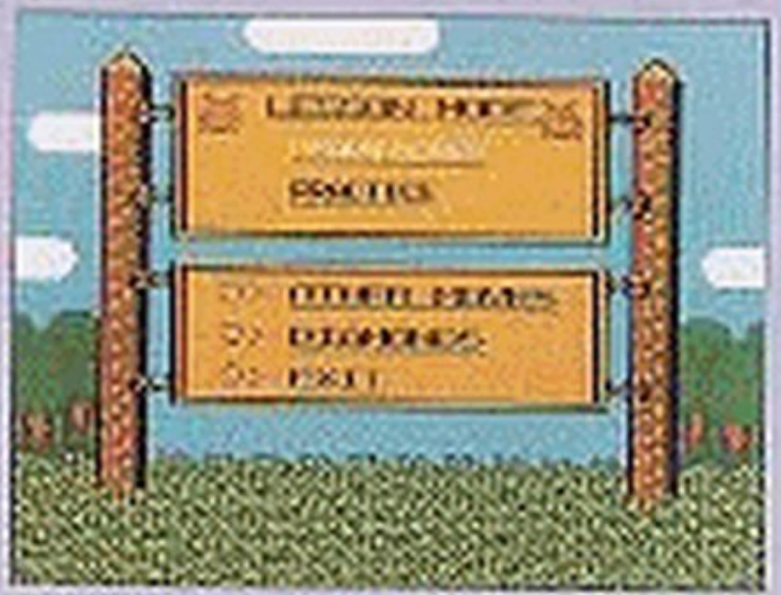
If you make a diamond disappear, all of the bombs in your opponent's field will become monsters.

LESSON

1 Operations

On the Practice Menu Screen, you can select a technique that you want to perfect. As you play, follow the instruction message to clear away the monsters using the selected technique. Press the Start Button to move on to the next round or press the Select Button to start the current round again.

***Proceed to the next screen by using the START Button.**



Practice Menu Screen

Message and Play Screen

2 Easy Game

You can practice various techniques in this simplified version of the game. Only three bombs of each monster color will be on the field in any given time.

*** Each game has 12 rounds.**

*** Press the A Button to proceed.**

OPTION

1 NAME

Register your name.

- A Button: select the chosen letter
- B Button: return to the menu screen
- Control Pad: move the cursor

* **Finally select [END] to register your name.**

2 RANKINGS

Take a look at the time race record.

3 DATA CLEAR

Clear the registered data.

- A Button: confirm your choice
- B Button: return to the menu screen
- Control Pad ← : make a selection
- Control Pad ← : Yes or No

MEMO

MEMO

MEMO

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